

REMARKS

Claims 1-7 and 9-15 are pending in this application. Claims 12-15 are new. Claims 1, 2, 5 and 15 are independent. Annexed to this submission is a marked-up version of the changes made to the Claims by this response. The attachment is entitled "VERSION WITH MARKINGS TO SHOW CHANGES MADE".

In the office action, the Examiner objects to the specification because the abstract does not commence on a separate sheet of paper. Accordingly, Applicant submits herewith a new abstract that commences on a separate sheet. In view of the above, Applicant respectfully requests withdrawal of the objection to the specification.

Rejection Under 35 U.S.C. § 103(a)

Claims 1-7 and 9-11 are rejected under 35 U.S.C. § 103(a) as being unpatentable over Colley U.S. Patent 5,283,733 (hereinafter "Colley"). Applicant has amended independent Claims 1, 2 and 5 to include claim language that recites a score management server that receives a request for displaying score status from the mobile terminal and "performs a verification to identify said mobile terminal". In addition, Claims 1, 2 and 5 have been amended to include claim language that involves a score management server that transmits data representing the score status based on the stored score data and "an input form to be displayed on said mobile terminal for the players associated with said verification," to the mobile terminal. Colley does not teach or suggest either of these features.

According to the present invention, time the mobile terminal sends a request for displaying score status, and also performs a verification to identify whether the mobile terminal

is owned by the correct player. As an example, if the mobile terminal is a cellular phone, then the telephone number is used to verify the identity of the owner of the cellular phone. The score management server receives the request from the mobile terminal (cellular phone) along with the identifier (telephone number). Next, the score management server generates an input form for the players associated with the telephone number of the cellular phone and sends the generated input form. Only the score of the players (or party) associated with the particular cellular phone can be entered into the cellular phone.

Incorrect input of a score will be prevented in certain circumstances. For example, when the cellular phones of each player are employed as the mobile terminals, an incorrect input of any other player's score can be prevented.

By contrast, Colley does not teach or suggest a system that performs a verification to identify whether the mobile terminal is owned by the correct player. Colley fails to teach a system under which incorrect input of another player's score can be prevented. Accordingly, the rejection is respectfully traversed.

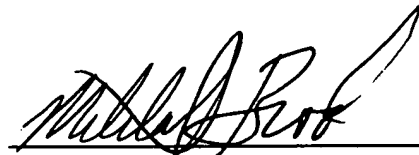
In view of the above, Applicant respectfully submits that Claims 1-7 and 9-11 are now in condition for allowance.

Conclusion

Based on the foregoing, favorable reconsideration and allowance of the claims is solicited. If necessary, the Commissioner is hereby authorized in this and concurrent replies to charge payment (or credit any overpayment) to Deposit Account No. 50-2298 for any additional fees required under 37 CFR 1.16 or 1.17.

Date: August 27, 2002

Respectfully submitted,

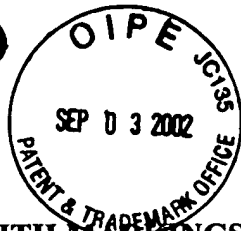


Mitchell P. Brook

Attorney for Applicant

Reg. No. 32,967

C/o Luce, Forward, Hamilton & Scripps LLP
11988 El Camino Real
Suite 200
San Diego, California 92130



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VERSION WITH MARKINGS TO SHOW CHANGES MADE

In The Claims

Please amend Claims 1-7 as follows:

1. (Amended) A score management system which comprises mobile terminals [(103)] and a score management server [(102)] being connected to each other via a wireless communication network [(104)], wherein,

(a) said score management server [(102)]:

stores score data;

receives a request for displaying score status from said mobile terminal [(103)] and performs a verification to identify said mobile terminal;

transmits data representing the score status based on the stored score data and an input form to be displayed on said mobile terminal for the players associated with said verification, to said mobile terminal;

receives a request for inputting new score data from said mobile terminal [(103)];

and updates the stored score data based on the received request for inputting the new score,

(b) said mobile terminal [(103)]:

transmits the request for displaying the score status to said score management server [(102)];

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receives the data representing the score status and an input form for the players associated with said mobile terminal, from said score management server [(102)];

displays the score status based on the received data representing the score status; and
transmits the request for inputting the score data in response to the users input, to said score management server [(102)].

2 (Amended) A score management server being connected to mobile terminals [(103)] via wireless communication network [(104)], said server comprising:

a storage unit [(151)] which stores score data;

a display request receiver [(152)] which receives a request for displaying score status from said mobile terminal [(103)] and performs a verification to identify said mobile terminal;

a result transmitter [(153)] which transmits data representing the score status based on the score data stored in said storage unit [(151)] to said mobile terminal [(103)] in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal for the players associated with said verification, to said mobile terminal;

an input request receiver [(154)] which receives a request for inputting new score data from said mobile terminal [(103)]; and

an update unit [(155)] which updates the score data stored in said storage unit [(151)] based on the received request for inputting the new score data.

3. (Amended) The score management server according to claim 2 further comprising a transmission controller [(156)] which controls said result transmitter [(153)] to transmit the data representing the score status in response to the update of the score data.

4. (Amended) The score management server according to claim 2 [or 3], wherein [the data representing the score status include input area data representing input areas to be displayed on said mobile terminal (103) in order to] said transmitter and said form transmitter embed the data representing the score status and the input form in one packet in order to transmit them to said mobile terminal and input the new score data.

5. (Amended) A computer readable data recording medium storing a program to be executed by a score management server [(102)] being connected to mobile terminals [(103)] via a wireless communication network [(104)], said program causes said score management server [(102)] to:

store score data;

receive a request for displaying score status and perform a verification to identify said mobile terminal from said mobile terminal [(103)];

transmit data representing the score status based on the stored score data to said mobile terminal [(103)] in response to the display request;

transmit an input form to be displayed on said mobile terminal for the players associated with said verification;

receive a request for inputting new score data from said mobile terminal [(103)]; and update the stored score data based on the received request for inputting the new 20 score data.

6. (Amended) The data recording medium according to claim 5, wherein said program further causes said score management server [(102)] to transmit the data representing the score status to said mobile terminal [(103)] in response to the update of the score data.

7. (Amended) The data recording medium according to claim 5 [or 6], wherein said program further causes said score management server [(102)] to embed the data representing the score status and the input form in one packet in order to transmit them to said mobile terminal [add data representing input areas to the data representing the score status in order to display the input areas on said mobile terminal (103) for new score data input].

Please add new claims 12-14.

12. (New) The score management server according to claim 2, wherein said mobile terminal is a portable phone or a cellular phone and the telephone number is used to identify said mobile terminal.

13. (New) The score management server according to claim 2, further comprising:
a score checker which checks said new score data received by said input request receiver;
and

wherein,

said form transmitter transmits the input form to said mobile terminal in the case that said new score data is wrong in order to input the correct score, and

said update unit updates said new score data in the case that said new score data is not wrong.

14. (New) The score management server according to claim 13, wherein said score checker concludes that said new score data is wrong when said new score data is inconsistent with the stored score data.

15. (New) A score management server being connected to mobile terminals via wireless communication network, said server comprising:

a storage unit which stores score data;

a display request receiver which receives a request for displaying score status from said mobile terminal and an identifier of said mobile terminal;

a result transmitter which transmits data representing the score status based on the score data stored in said storage unit to said mobile terminal in response to the display request;

a form transmitter which transmits an input form to be displayed on said mobile terminal for the players associated with said identifier, to said mobile terminal;

an input request receiver which receives a request for inputting new score data from said mobile terminal; and

an update unit which updates the score data stored in said storage unit based on the received request for inputting the new score data.